



Credit: Yacht Club Games

## SPADE KNIGHT

A Human clad in cerulean armor leaps into the air, slamming his shovel down and leaping from enemy to enemy. As he lands on the ground following his onslaught, he tosses out a green orb of chaos incarnate that lets loose an ancient arcane power on his still standing foes.

A Half-orc clad in black and red armor laughs at the foolishness of the large Frost Giant that dare oppose him, and draws his shovel, rushing his confused foe with arcane blasts. The giant attempts to down the knight with conjured ice storm, but the determined champion reflects it with the blade of his shovel.

In the depths of a cave, a tiefling clad in gold armor digs away at a large pile of dirt. Within a few minutes, he's lobbed away the last chunk, revealing several gems and a blue treasure chest. The tiefling grins and pops it open, revealing the riches inside.

Travelers, adventurers, and stalwart defenders, Spade Knights journey across the land to gather riches, defeat evil and protect the weak. Their signature weapon baffles and defies foes and logic alike. They use their sharpened shovel blades to dig through dirt and skull alike to uncover riches and win battles with maximum efficiency. Following various codes of "*Shovelry*", these knights are found anywhere there's earth to strike and battles to fight.

### STRANGE, YET EFFECTIVE COMBATANTS

Spade Knights wield weapons that most wouldn't even consider being threatening, much less as effective tools of dishing out damage. They take a shovel and sharpen its blade to a fine point, then train to wield it as effectively as any warrior would wield a sword. Foes who see these shovels being carried into battle by these knights may be confused. It can send some into fits of laughter. They'll soon find themselves regretting such amusement once they're on the business end of such a tool.



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## EXPERT ADVENTURERS

The Spade Knights are well reknowned as natural born adventurers. It comes with the territory. Whatever they can't find in a dungeon they simply dig up right from the ground. Their shovels allow them to explore deeper into certain caverns and can give them ways to find a new path around an obstacle that would stump other adventurers. Some Spade Knights adventure alone, but most prefer to be with a partner or a party of adventurers. They work well in any party that lets them in.

### CREATING A SPADE KNIGHT

When crafting a Spade Knight, consider what brought them towards a life of adventure, and how they came to use such an unusual weapon. Were they a formerly retired member of a royal military who found a different use for his more practical tool? Did they lose their weapons in a great battle and were forced to use their surprisingly effective weapon to survive. Or were they trained shovel combatants from the start, mastering the ways of scooping dirt and striking at foes with maximum effectiveness?

The next step is to consider where they found their call to adventure. Did they dig up a pile of riches, and wonder if there was more hiding beneath other places on the planet? Did they stumble into an odd set of ruins and strike it big, realizing their true calling in life? Or did they end up just deciding to quit their life on a farm and take up their shovel to strike the earth for more personal gains?

### QUICK BUILD

In order to quickly construct a Spade Knight, Make Strength your primary ability Score, followed by Charisma. Then, choose either the Noble, Soldier or Guild Artisan Background.

## THE SPADE KNIGHT

Level	Proficiency Bonus	Features	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	No Weapon Here, Strike The Earth	-	-	—	—	—	—
2nd	+2	Shovel Combat, Spellcasting	2	2	—	—	—	—
3rd	+2	Shovelry Code, Treasure Senses	3	3	—	—	—	—
4th	+2	Ability Score Improvement	3	3	—	—	—	—
5th	+3	Extra Attack	4	4	2	—	—	—
6th	+3	Drop Spark	4	4	2	—	—	—
7th	+3	Code Feature	5	4	3	—	—	—
8th	+3	Ability Score Improvement	5	4	3	—	—	—
9th	+4	—	6	4	3	2	—	—
10th	+4	Trench Blade	6	4	3	2	—	—
11th	+4	Code Feature	7	4	3	3	—	—
12th	+4	Ability Score Improvement	7	4	3	3	—	—
13th	+5	—	8	4	3	3	—	—
14th	+5	Charge Handle, Stalwart	8	4	3	3	1	—
15th	+5	Code Feature	9	4	3	3	1	—
16th	+5	Ability Score Improvement	9	4	3	3	2	—
17th	+6	-	10	4	3	3	2	1
18th	+6	Improved Shovel Combat, Spelunking Expert	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Steel Thy Shovel	11	4	3	3	3	2

## CLASS FEATURES

As a Spade Knight, you get the following features.

### HIT POINTS

**Hit Dice:** 1d10 per Spade Knight level

**Hit Points at 1st level:** d10 + your Constitution Modifier

**Hit Points at Higher levels:** 1d10 or 6 + your Constitution Modifier per Spade Knight level after 1st.

### PROFICIENCIES

**Armor:** Light Armor, Medium Armor, Heavy Armor

**Weapons:** Shovel Blades, Simple Weapons

**Tools:** None

**Saving Throws:** Strength, Charisma

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) Chain Mail or (b) Scale Mail
- A Shovel Blade and a Dagger

- (a) Two daggers or (b) two simple weapons
- (a) A dungeoneer's pack or (b) an explorer's pack

### SKILLS

Choose two from Acrobatics, Athletics, Deception, History, Intimidation, Perception, and Persuasion.





## THE SHOVEL BLADE

The shovel blade is a Spade Knight's signature weapon, and is what they specialize in most. Others will be able to use this shovel blade, but only you can truly master it.

Name	Cost	Damage	Weight	Properties
Shovel Blade	3gp	1d6 slashing	2 lbs	Versatile (1d8 slashing), Burrow Speed 5 ft.

## NO WEAPON HERE

Most people you come across consider shovels mere tools, and their potential as weapons better off as improv weapons to be dropped in favor of a sword. You know better, but you'll let them think that. Starting at level 1, unless in a place that's supposed to be kept clean or unless the ruler who resides in the town knows about your exploits with a shovel, you will be allowed to carry this weapon around with you.

## STRIKE THE EARTH!

Level 1 Spade Knights can use their shovel blades to dig up dirt faster than most people who use a shovel. Your burrow speed is now equal to 15 feet, and you may dig up to 5 feet of dirt in front of you as an action.

## SHOVEL COMBAT

Starting at level 2, you have trained yourself in the art of shovel combat, and get the following benefits.

**Dig Slash.** You may dig out dirt at the same time you slash at an enemy. Make an attack roll with disadvantage. If you succeed, the enemy you hit is knocked back 5 feet and the dirt is dug up. The ground you dug becomes difficult terrain.

**Shovel Drop.** You can leap into the air and drop down to strike at nearby enemies. Make an athletics check, who's DC is 10 + the size of the enemy. If you succeed, you may make the attack. If you succeed the attack, you may attack again at any enemy within 5 feet of your target. A natural 20 increases this range to 10 feet. This string of attacks end when you miss your attack roll, and puts you in a free spot adjacent to the last creature attacked.

**Deflecting Slash.** You may attempt to deflect a projectile or a ranged spell attack made against you. As a reaction, make an attack roll against the projectile or spell, who's DC is 10 + The enemy's Dex Mod or Spell level. If you succeed, the attack fails.

### SIZE DC CHART

Size	DC
Tiny	1
Small	3
Medium	5
Large	7
Huge	10
Gargantuan	12

## RELIC SPELLCASTING

By level 2, you start to find a series of mysterious relics that begin to imbue you with magical abilities. See chapter 10 in the Players Handbook for the general rules of spellcasting. You may cast spells from the Spade Knight Spell List

### SPELL SLOTS

The Spade Knight table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

### SPILLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st levels of your choice from the Spade Knight spell list.

The Spells Known column of the Spade Knight table shows when you learn more Spade Knight spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Spade Knight spells you know and replace it with another spell from the Spade Knight spell list, which also must be of a level for which you have spell slots.

### SPELLCASTING ABILITY

Charisma is your spellcasting modifier for your Spade Knight spells. Your magic is cast from your force of personality as a stalwart knight. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Spade Knight spell you cast and when making an attack roll with one.

**Spell Save DC** = 8 + your proficiency bonus + your Charisma Modifier.

**Spell attack modifier** = your proficiency bonus + your Charisma modifier.



Credit: Yacht Club Games

## SHOVELRY CODE

When you get to level 3 as a Spade Knight, you have practiced and fine-tuned yourself to one of three codes of honor practiced by almost all Spade Knights before you. Choose from the Code of Valor, the Code of Power, or the Code of Wealth. These Codes give you benefits at level 3, level 7, level 11, and level 15.

## TREASURE SENSES

You have a knack for sniffing out treasure, and can vast riches where others would only find a paltry sum. At level 3, any money you dig up from the dirt or find in a dungeon is double what it would have been. You have advantage on Perception and Investigation checks when looking for hidden paths or panels for treasure or loot.

## EXTRA ATTACK

Starting at level 5, you can Attack twice, instead of once, whenever you take the Attack action on Your Turn. You cannot take this attack if you use the Shovel Drop ability.

## DROP SPARK

Level 6 Spade Knights get the ability to use their relic magic to produce a spark from their shovels when they attack at full health. If your HP equals your max, you may slash the ground to send a spark towards an enemy within 30 feet of you. This spark forces them to make a Dexterity Saving throw (Spell Save DC) or take 2d6 Lightning damage.

## TRENCH BLADE

Starting at Level 10, Spade Knights have mastered the art of digging with their shovel blades. Your burrow speed is now equal to your base speed, and you may dig up a 15 foot wide line of dirt in front of you as an action.

## CHARGE HANDLE

Level 14 Spade Knights have imbued their innate relic magic into their shovel blade's handle. As an action, you can begin a Shovel Charge. You begin to store power. For every turn you use your action to store power, your Shovel attack's damage gets an extra d6/d8 damage die. You can only move half your movement speed while this effect is active, and any damage done to you forces you to make a Constitution Saving Throw. (DC 10 + Opponents Str, Dex, Wis, Int or Cha Modifier.) If you fail, this effect ends prematurely.

## STALWART

Spade Knights have proven themselves trustworthy protectors and effective allies. At level 14, you get advantage on Persuasion checks when discussing war or battle strategies or attempting to calm unruly or panicked townsfolk. You also get advantage on Intimidation checks against hostile creatures who's CR is equal to or below your Spade Knight level.



Credit: Yacht Club Games

## IMPROVED SHOVEL COMBAT

Level 18 Spade Knights have begun to master the shovel blade as a weapon, and have made several improvements to their shovel combat. You get the following improvements to your shovel combat.

**Dig Slash.** Your attack roll no longer has disadvantage, and knocks the target prone if it succeeds.

**Shovel Drop.** The distance between enemies you can attack with your Shovel Drop increases to 10 feet. A natural 20 increases this distance to 20 feet.

**Deflecting Slash.** You may now attempt to deflect saving throw spells. The AC for the spell is 10 + the spell's level. If you succeed, you roll the saving throw for the spell, and take half damage from a failed throw, and no damage on a success. You take no damage When you succeed an attack roll against projectiles or ranged spell attacks, and may reflect it back at the attacker and make them the target of the projectile or spell instead. A natural 20 doubles the reflected attack's damage.

## SPELUNKING EXPERT

Starting at level 18, Spade Knights have become experts at delving into dungeons and caverns and finding treasure, and seem to never lose their way. You get 60 foot darkvision if you don't have it already, and have advantage on Perception and Investigation checks while in a cavern or dungeon. You always know the way out of a dungeon you've entered, and you cannot be surprised while conscious within these places.



## STEEL THY SHOVEL

Level 20 Spade Knights can take time to upgrade their shovel blade to a much more powerful version of itself. You may take a short rest to permanently upgrade your shovel blade to a Shovel Sabre. The shovel sabre has the following properites.

Name	Cost	Damage	Weight	Properties
Shovel Sabre	10gp	1d10 slashing	3 lbs	Versatile (2d6 slashing), Burrow Speed 10 ft, Reach 10 ft.



Credit: Yacht Club Games

## SHOVELRY CODES

Spade Knights often take up codes that define who they are and what they stand for as adventurers. You follow these codes nearly to the letter, and hold these principles true in battle and out of battle. You may choose between three Codes of Shovelry. The Code of Valor, The Code of Power, and The Code of Wealth.



Credit: Kyoungwan Kim

### THE CODE OF VALOR

Spade Knights of the Code of Valor are the most stalwart and honorable champions of justice in the world. They travel the world to defend the weak and protect civilization wherever they find it. Knights of this code are fierce allies and intimidating foes, and will put themselves between a dragon and their party in a heartbeat.

#### TENENTS OF THE CODE OF VALOR

The exact execution of the tenents of the Code of Valor are done differently by Spade Knights, they all tend to fall under one core principle. Protect the innocent and discover new places to explore. They pride themselves on being the justicars of moral affairs and traveling to places too dangerous for most to go and snuffing out evil and darkness. The tenents are below, and may be interpreted as you wish.

- **Be Strong For Those Who are Not.**
- **Thy Shovel Will Smite The Unjust.**
- **Be Brave, Be Bold, Be Prudent.**
- **Use Only As Much Force As Necessary.**
- **Seek New Adventures Every Day.**

### SHOVEL SENTINEL

Starting at level 3, Valor Spade Knights may attempt to deflect for their allies as well as themselves. You may use *Deflecting Slash* to block a projectile from any allied creature within 5 feet of you. This distance increases to 10 feet at level 20.

### VALORIOUS CHARGE

Level 7 Spade Knights of the Code of Valor are at their best when charging right into the fray. If you've moved at least 10 feet before making a *Dig Slash* attack, you do not get disadvantage on the roll. Until the start of your next turn, you have advantage on saving throws to resist being frightened.

### THROUGH THICK AND THIN

At level 11, Valor Spade Knights' lust for justice and adventure has made them experts at crossing difficult terrains. Dug up dirt and enemy made difficult terrain (for example: a Sorcerer's *Ice Storm* spell) no longer affects your movement.

## DROP DYNAMO

Valor Spade Knights that get to level 15 imbue their magic into their shovel drops. If you make at least two successful *Shovel Drop* attacks, you become invigorated with the power of *Charge Handle* without losing your movement speed. Until the end of your next turn, your next attack counts as a *Charge Handle* attack, with the number of damage die equal to the amount of successful *Shovel Drop* attacks.



Credit: <http://surely-suresorrow.deviantart.com/>

## THE CODE OF POWER

Spade Knights of The Code of Power crave the glory of combat that comes with adventuring. They run with parties to seek adventure for the many possibilities of things going awry. They're brash and bold and might be a bit ill-tempered. Despite the name, they're generally not bad or chaotic people. They do follow a code of honor. They just tend to like to grow in power a bit more than your average person, which can be both good and bad. One thing is for sure, you don't want to be on the business end of their shovel blades.

### TENENTS OF THE CODE OF POWER

Spade Knights of the Code of Power tend to follow a looser set of values and rules compared to other Spade Knights. The following are principles that seem to be common among most knights of this code. Interpret them as you wish.

- **Every Day Is a New Opportunity to Grow Stronger.**
- **Fight To Live, and Live to Fight.**
- **There Is No Power To be Gained In Slaughter.**
- **Use Your Power For The Sake of Your Allies.**
- **Challenge Every Worthy Opponent.**

### SHOVEL POWER

Right when they reach level 3, Spade Knights of the Code of Power have learned to innately harness some magic through their shovel blade. You learn the *Violet Bolt* cantrip.

## POWER DROP

When Power Spade Knights reach level 7, they may perform a more powerful version of the *Shovel Drop*. They don't have to make an Athletic's check to perform *Shovel Drop*, but they can only make the attack once. This *Shovel Drop* deals +5 damage if it hits, and allows you to make an *Extra Attack*.

## PRIDEFUL LAUGH

When Spade Knights of the code of Power reach level 11, they've become quite confident in their own abilities, and laugh in the face of danger and potential challengers. Once per short rest, they may spend an action to make a haughty laugh towards a number of hostile creatures that can hear you up to your Charisma Modifier. These creatures must succeed a Wisdom saving throw or have disadvantage on any attacks made against anyone except you until the start of your next turn. Creatures with an Intelligence of 5 or lower is not affected by this laugh.

## PEAK POWER

Level 15 Power Spade Knights have reached the peak of magical and physical prowess, and can manifest the two together in order to soup up their own combat abilities. Once per long rest, you gain the following benefits for 1 minute.

- Ethereal wings sprout from you, and allow you to fly up to your movement speed in any direction. You may also hove in the air.
- The damage of *Power Drop* is increased to +10
- *Violet Bolt* now deals double damage.
- You may use *Prideful Laugh* at will. Roll a d6. If you roll a 5 or a 6, the laugh recharges and you may use it again.





Credit: <http://steamcommunity.com/sharedfiles/filedetails/?id=325714064>

## THE CODE OF WEALTH

The Code of Wealth is one of the most controversial codes that Spade Knights can take up. In spite of it's stigmatism, the Code of Wealth is not so much about pure greed as it is about showmanship and gaudiness. The tenants of this code are followed by those who seek to turn their quest for adventure and their lust for riches and combat into the ultimate show for the world to see their greatness, wether or not anyone actually wants to see it.

### TENENTS OF THE CODE OF WEALTH

The Spade Knights who follow the Code of Wealth stick to a few particular tenants. These tenants aren't taken too seriously by most who see them, but are followed stringently by Wealth Spade Knights.

- **Combat Is But Another Show, and You're The Star**
- **Collect Wealth Whenever You Find It.**
- **Arm Your Allies With Fabulousness.**
- **Confidence Is Key, But Respect Others Abilities.**
- **Make The World Glimmer.**

### FLASHY! ACROBATIC! USELESS?

When Spade Knights take up the Code of Wealth at level 3, they dedicate their lives to being as fabulous as possible. You get proficiency in Acrobatics and one type of instrument. If you already have proficeincy in either of these, your proficiency bonus is doubled. Any time you take the Move or Dash action during your turn, you must roll an Acrobatics check. The DC of this check is (Base Speed/10 + 10). If you succeed, the next attack made against you has disadvantage.

### STUNT DROP

Wealth Spade Knights at level 7 have further harnessed their showmanship tendencies. Your proficiency bonus in Acroboatics is doubled if it wasn't already. You may now use Acrobatics in place of Athletics when making a *Shovel Drop* attack. If you succeed, your *Shovel Drop* attacks are made with advantage.

### GOLDEN LUCK

Level 11 Wealth Spade Knights seem to have an uncanny knack for finding gold seemingly out of nowhere. Whenever you make a *Dig Slash* attack, roll a d20. Upon rolling a 1 or a 20, you find 1,000gp worth of gems and shiny itms in the dirt. Upon rolling any other number, you find 100gp worth of gems or shiny things.

### IMPROVED ALCHEMY COIN

Spade Knights of the Code of Wealth at level 15 are able to amass amounts of weatlh unheard of using the magic of the *Alchemy Coin*. When you cast *Alchemy Coin*, It gives you 50gp instead of 10 when it hits an enemy, and you have advantage on the attack roll. When you score a kill with the *Alchemy Coin*, you get 500 gp instead of 100. When the coin explodes, it bursts into 1,000 gp that spreads out in a 25 ft radius from where the spell ended.

The *Alchemy Coin* deals 2d10 damage rather than 2d6.

## 1ST LEVEL

Chaos Sphere  
Alchemy Coin  
Flare Wand  
Bait Bomb  
Dust Knuckles  
Mobile Gear

## 2ND LEVEL

Ghost Glove  
Propellor Dagger  
Rising Dagger  
Buzzsaw Boomerang  
Darkvision  
Magic Weapon

## 3RD LEVEL

Throwing Anchor  
Infinidagger  
Tow Anchor  
Haste  
Elemental Weapon

Flareo Rod  
Shadow Knight  
Phase Locket  
Locate Creature

## 5TH LEVEL

War Horn  
Fishing Rod

## 4TH LEVEL

For every level this spell is cast higher than 1st, increase the damage dealt by the fireball by 1d10.

### CHAOS SPHERE

*1st-level evocation*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** S, M(The chaos sphere.)

**Duration:** Instantaneous

You toss out a green sphere composed entirely of chaotic arcane energy that bounces wildly around. Choose a point within 60 feet of you that a hostile creature occupies. Make a melee spell attack roll. If it hits, the target takes 3d8 force damage. Then, Roll a d8 to decide the direction it goes in. 1 North, 2, South, 3 East, 4 West, 5 Northeast, 6 Northwest, 7 Southeast, 8 Southwest. The sphere then moves 30 feet in that direction at the start of your next turn. If the sphere moves into the same space as another hostile creature, repeat the melee spell attack roll. After 1 minute or after the orb hits 3 creatures, it disappears.

For every level this spell is cast higher than 1st, increase the damage dealt by the sphere by 1d8.

### ALCHEMY COIN

*1st-level transmutation*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** S, M(The alchemy coin.)

**Duration:** Concentration, 1 Minute

You toss out a large, golden coin that streaks towards the closest hostile creature within range. The creature must succeed a Dexterity saving throw. If they fail, they take 2d6 bludgeoning damage, and 10 gp appears right in your pocket. If they succeed, they take half that damage and no gold appears in your pocket. As a bonus action during your turn, you may move this coin 20 feet in any direction. If, during this movement, the coin comes into contact with another hostile creature, they must make the save. If this spell kills an creature with a CR lower than your level, a pile of 100 gp falls from their body. After this spell's duration, the coin harmlessly explodes.

### FLARE WAND

*1st-level evocation*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** S, M(The flare wand.)

**Duration:** Instantaneous

You pull out a wand and shoot a small ball of fire at a target within range. The target must succeed a Dexterity saving throw or take 2d10 fire damage. If they succeed, they take half as much damage.

### BAIT BOMB

*1st-level conjuration*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** S, M(The bait bomb.)

**Duration:** Instantaneous

You toss a fish shaped bomb at a point within range. Any creature with an Intelligence of 6 or lower must succeed an Intelligence saving throw or is forced to use their movement to go towards the bomb. At the beginning of your next turn, the bomb explodes in a 20 foot sphere. Anyone within the sphere must succeed a Dexterity saving throw. They take 3d10 fire damage if they fail, or half as much if they succeed.

For every level this spell is cast higher than 1st, increase the damage dealt by the explosion by 1d10.

### DUST KNUCKLES

*1st-level Transmutation*

**Casting Time:** 1 Action

**Range:** Self

**Components:** S, M(The dust knuckles.)

**Duration:** 1 minute

You forge a magical pair of oversized gauntlets in your hands and deliver a hearty punch. Make a melee spell attack. Upon hitting, you deal 3d8 bludgeoning damage and force the target to make a Strength saving throw. If they fail, they are knocked prone. This spell can be cast in order to propel you 10 feet through any loose dirt or ground instantaneously, and you may use your move action to move your speed through this terrain for 1 minute.

For every level this spell is cast higher than 1st, increase the damage dealt by the fists by 1d8.

### MOBILE GEAR

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** S, M (The mobile gear)

**Duration:** Instantaneous.

You conjure a small platform on top of a set of geared wheels, about 5 feet tall. If you climb on top of it, you can command it to move in a single direction as a bonus action. It then moves 30 feet in that direction until it stops. Anyone in it's path must make a Dexterity saving throw or take 2d10 bludgeoning damage, or half as much on a success, and are knocked 5 feet away. If this platform hits an inanimate object or goes 1,000 ft in the direction you cammanded it, it explodes harmlessly.



### GHOST GLOVE

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (The ghost gloves)

**Duration:** 1 minute

For the duration of the spell, every one of your melee attacks instead shoots a fist about 5 feet high and wide out 10 feet in front of you. Make a melee spell attack at any creatures within range. This attack deals 3d8 force damage.

For every level this spell is cast higher than 2nd, increase the damage dealt by the fists by 1d8.

### PROPELLOR DAGGER

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (The propellor dagger)

**Duration:** Instantaneous

You conjure a dagger in your hand who's hilt spins like a propellor. You can use your next move action to move 60 feet in a single horizontal direction. This movement does not follow hills or changes in elevation, and you will start falling once this movement ends. You cannot move any less than 60 feet once you start this unless you come into contact with an obstacle or a creature. The creature you come into contact with takes 2d6 piercing damage and must make a Dexterity saving throw or be pushed 10 feet back.

### RISING DAGGER

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (The propellor dagger)

**Duration:** Instantaneous

You conjure a dagger in your hand who's hilt spins like a propellor. You can use your next move action to move 60 feet in a single vertical direction. You do not hover after this movement, and will fall after this movement ends. However you do not take fall damage upon hitting the ground. You cannot move any less than 60 feet once you start this unless you come into contact with an obstacle or a creature. The creature you come into contact with takes 2d6 piercing damage and must make a Dexterity saving throw or plummet 20 feet.

### BUZZSAW BOOMERANG

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (The buzzsaw boomerang)

**Duration:** Instantaneous

You toss forth a sharp, metal gear that streaks towards a group of enemys before coming back and disappearing into your body harmlessly. This gear moves in a 60 foot circular shape from where you cast it. (As in the radius of the circular radius must equal 60 feet.) Any creature within the path of the gear must succeed a Dexterity saving throw. They take 4d6 slashing damage if they fail, and half that if they succeed.

For every level this spell is cast higher than 2nd, increase the damage dealt by the gear by 1d6.

### INFINIDAGGGER

*\*3rd-level conjuration\*\**

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (The propellor dagger)

**Duration:** Concentration, 1 minute You conjure a dagger in your hand who's hilt spins like a propellor. You can use your next move action to move infinitely in a single horizontal direction, 60 feet per turn. This movement does not follow hills or changes in elevation, and you will start falling once this movement ends. You must move 60 feet in the direction you chose during your turn, and must use your action to maintain the spell or it will end. The only other way this movement can be stopped is if you come into contact with an obstacle or a creature. The creature you come into contact with takes 4d6 piercing damage and must make a Dexterity saving throw or be pushed 10 feet back.

### THROWING ANCHOR

*3rd-level evocation*

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** S, M (The throwing anchor)
- **Duration:** Instantaneous

You chuck a large anchor through the air in an arc towards a 10 foot by 10 foot square of your choice. Anyone caught within the arc or in the square must make a Dexterity saving throw. They take 4d8 force damage and 4d8 bludgeoning damage on a failed save, or half as much damage on a successful save.

For every level this spell is cast higher than 3rd, increase the force damage and the bludgeoning damage dealt by the anchor by 1d8.

### TOW ANCHOR

*3rd-level transmutation*

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** S, M (The throwing anchor)
- **Duration:** Instantaneous

You ride along with an anchor in an arc towards a 10 foot by 10 foot square of your choice. Anyone caught within the arc or in the square must make a Dexterity saving throw. They take 3d8 force damage and 3d8 bludgeoning damage and are knocked 5 feet away from the square and are knocked prone on a failed save, or half as much damage and are pushed 5 feet from the square on a successful save.

## FLAREO ROD

4th-level evocation

- **Casting Time:** 1 Action
- **Range:** 60 feet
- **Components:** S, M(The flare wand.)
- **Duration:** Instantaneous

You pull out a wand and shoot a small ball of fire at a target within range. The target must succeed a Dexterity saving throw or take 6d10 fire damage. If they succeed, they take half as much damage. After this, the fireball explodes. Anyone within a 20 foot sphere must succeed a Dexterity saving throw or take 4d10 fire damage. They take half as much damage if they succeed.

For every level this spell is cast higher than 4th, increase the damage dealt by the fireball and the explosion by 1d10.

## SHADOW DOPPLEGANGER

4th-level conjuration

- **Casting Time:** 1 Action
- **Range:** 10 feet
- **Components:** S, M(The shadow knight dummy.)
- **Duration:** Concentration, 1 minute

You toss an effigy out to a point you can see within range. This energy forms into a separate duplicate of yourself. The duplicate looks like a purple, shadowy version of yourself. The duplicate floats from the point you cast it in, and is not affected by gravity, staying right within 10 feet of you. This duplicate cannot be damaged. It has the same physical stats as you do, and can attack creatures. However, it cannot cast magic, nor can it move on it's own. It's movements and attacks coincide with your own. You roll a separate attack roll for it when you take the attack action on your turn if there is a creature within range of it's weapon. You may use a bonus action to dismiss this doppelganger on your turn.

## PHASE LOCKET

4th-level transmutation

- **Casting Time:** 1 Action
- **Range:** Self
- **Components:** S, M(The phase locket.)
- **Duration:** Instantaneous

Your form temporarily turns ghostly as you fade into invisibility. For 1d4+1 rounds, you are invisible.

## WAR HORN

5th level evocation

- **Casting Time:** 1 Action
- **Range:** Self
- **Components:** S, M(The war horn.)
- **Duration:** Instantaneous

You blow loudly into a horn in order to attempt to clear out a large area in front of you. You may blow it out to a 60 foot cone or a 60 foot sphere. Any creature within these areas must make a Constitution saving throw. They take 8d8 thunder damage and are deafened for 1 minute on a failed save, or take half as much damage and aren't deafened on a successful one.

For every level this spell is cast higher than 1st, increase the damage dealt by the horn by 1d8.

## FISHING ROD

5th level transmutation

- **Casting Time:** 1 Action
- **Range:** Self
- **Components:** S, M(A fishing rod.)
- **Duration:** Instantaneous

You drop a fishing rod with a massive anchor down at a space within 5 feet of you. If the anchor falls down a hole at least 20 feet deep or into a body of water that's at least 10 feet deep, you cannot take any reactions as you sit and wait for a bite. During your next turn, you must spend an action to reel the rod up. Roll a d12 to see what you get. If you drop the rod in a space occupied by an enemy, they must make a Dexterity saving throw. This throw is made with disadvantage if they are already engaged with another opponent or is otherwise not aware of you. If they fail, they take 10d10 bludgeoning damage that ignores resistance and immunities, and are knocked prone.

For every level this spell is cast higher than 1st, increase the damage dealt by the anchor by 1d10.

## FISHING ROD ITEMS

### Roll Item

- 1 You get a useless and worthless piece of junk, like an already eaten apple or a rock.
- 2-4 You reel in a small fish that, when eaten, heals you for 2d6+2(Your Constitution Modifier, no lower than 1.)
- 5-6 You reel in a medium fish that, when eaten, heals you for 5d6+6(Your Constitution Modifier, no lower than 1.)
- 7-8 You reel in a large fish that, when eaten, heals you for 8d6+8(Your Constitution Modifier, no lower than 1.)
- 9- You reel in a large, golden fish. This fish cannot be eaten, but is worth 500gp.
- 11 You reel in a wierd cross between a trout and an apple, who will either heal you to your max Hit Points or, if you are already at max HP, gives you Temporary HP equal to 2(your character level).
- 12 You may roll twice and reel in two items at once. Reroll every 12.